



**“MyGreenservices, un projet en mode “ living lab ”  
pilote par Inria Sophia Antipolis relatif à la co-cr  ation  
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**«MyGreenservices, un projet en mode « living lab » piloté par Inria Sophia Antipolis relatif à la co-crédation de services environnementaux basés sur des capteurs (citoyens, Ville de Nice)»**

***Brigitte TROUSSE***

*Chercheur Inria (Sophia Antipolis)*

*& Représentante Inria du LL ICT Usage Lab*

*& Coordinatrice coté français du projet CPCFQ*

- Institut national de recherche sous double tutelle ministérielle (Industrie et Recherche)
- menant des recherches en Informatique et Mathématiques, sciences qui jouent un rôle central dans la « révolution numérique » actuelle
- Devise Inria: « **mettre l'excellence scientifique au service du transfert industriel et de la société** »

## Brigitte Trousse

- **Chargée de recherche Inria** (Sophia Antipolis) en Intelligence Artificielle et en fouille de données appliquée à l'analyse des usages. **Ex-responsable scientifique de l'équipe-projet Axis** [www-sop.inria.fr/axis](http://www-sop.inria.fr/axis)
- Conduite du projet expérimental MyGreenServices en mode « laboratoire vivant » – Données environnementales (qualité de l'air, bruit) -> article atelier.net
- Impliquée dans la communauté nationale et européenne des living labs depuis 2007-2008. **Présidente de l'association France Living Labs**, partenaire de l'association ENoLL (European Network of Living Labs) et co-responsable du LL ICT usage Lab (1<sup>ère</sup> vague ENoLL), membre du conseil d'administration d'ENoLL
- **Coordinatrice coté français du projet CPCFQ Francophonie Living lab**

## A. Dimensions d'un Living Lab

## B. Exemple de MyGreenServices dans le cadre du projet européen ELLIOT (2010-2013)

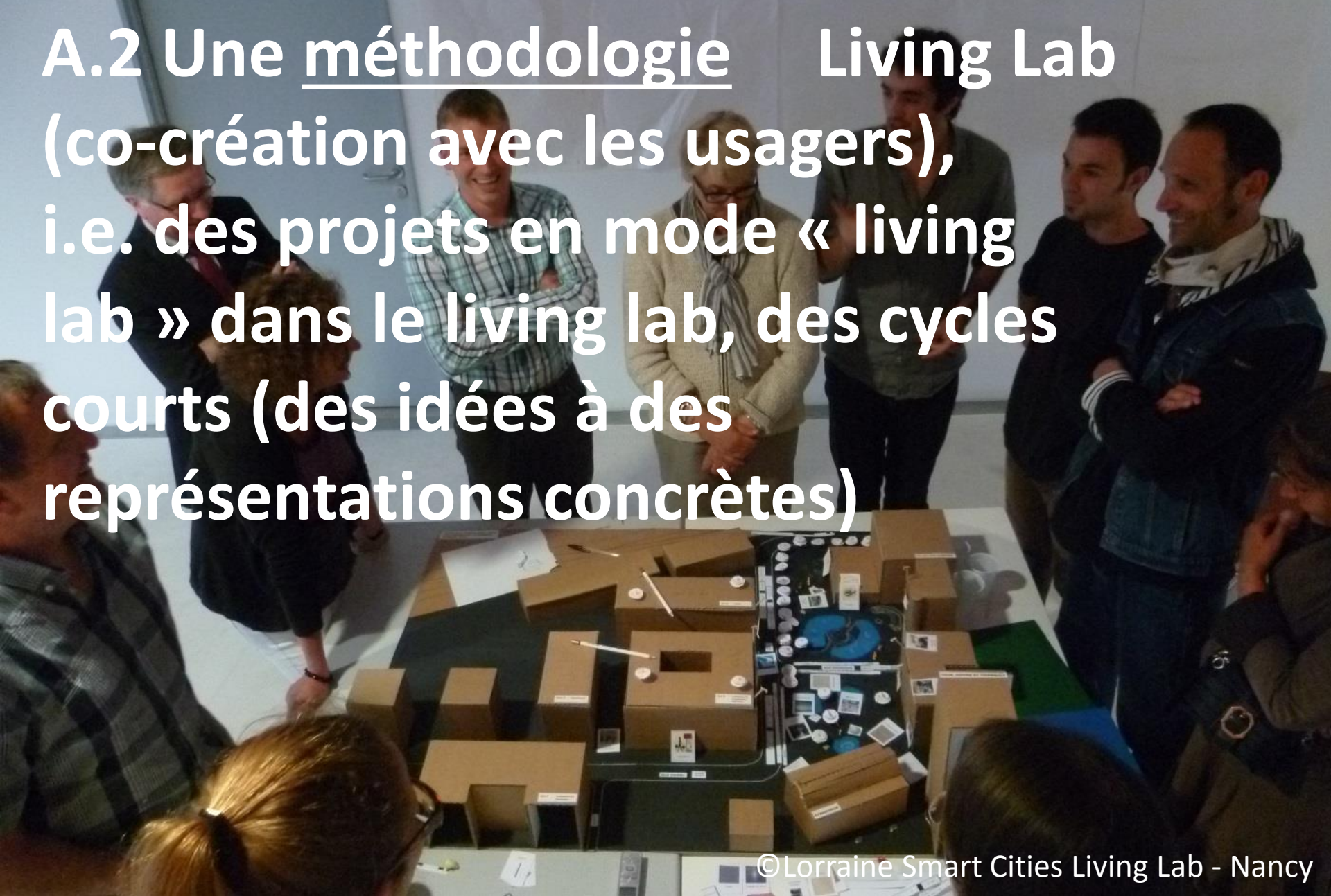
## A.1 Un environnement, des ressources:

- tiers-lieu, fablab, espace de co-working, cantine, EPN, Usage/Experience Lab
- ... i.e des infrastructures physiques
- + infrastructures technologiques
- + des communautés d'utilisateurs, ...

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## A.2 Une méthodologie Living Lab (co-création avec les usagers), i.e. des projets en mode « living lab » dans le living lab, des cycles courts (des idées à des représentations concrètes)



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## A.3 Et un écosystème PPPP (Partenariat Public-Private-People)



## A. Dimensions d'un Living Lab?

## B. Exemple de MyGreenServices dans le cadre du projet européen ELLIOT (2010-2013)

*Co-conception  
avec les citoyens  
et professionnels  
de services verts  
projet européen FP7 ICT ELLIOT)*





## Knowledge

- Increase awareness on IoT paradigm
- Update knowledge on the impact of air quality in daily lives

## Social

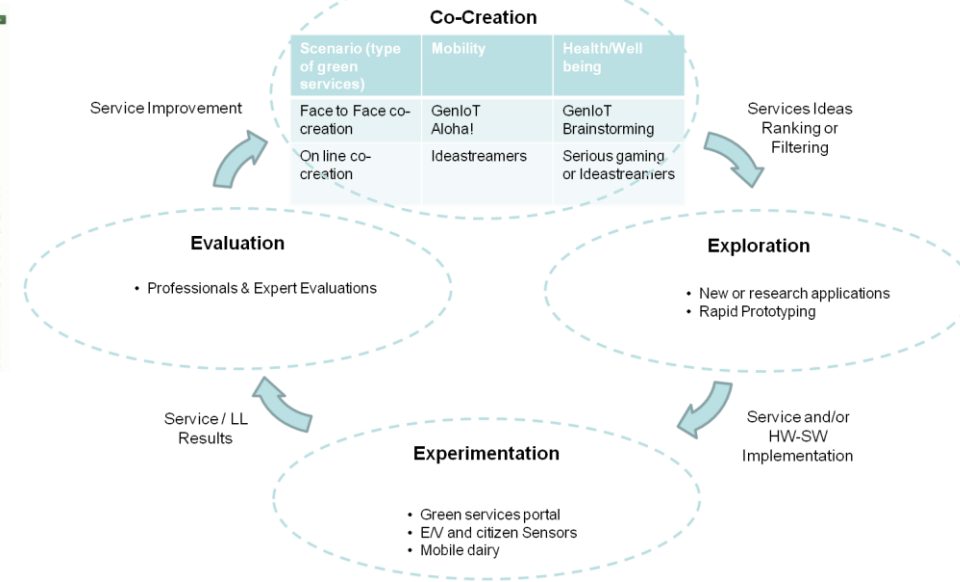
- Generate enthusiasm for IoT based services
- Improve interest for air quality measurement
- Provide trustful services
- Foster citizen involvement in air quality measurement
- Encourage collaborative tagging and information sharing

## Business

- Provide robust, relevant and customised environmental information
- Provide easy to use and engaging green services
- Change citizen behaviour towards a more sustainable lifestyle
- Respect citizen privacy and confidentiality

# B.2 Processus déployé *MyGreenServices* (2 itérations)

Portail citoyen de l'air azuréen

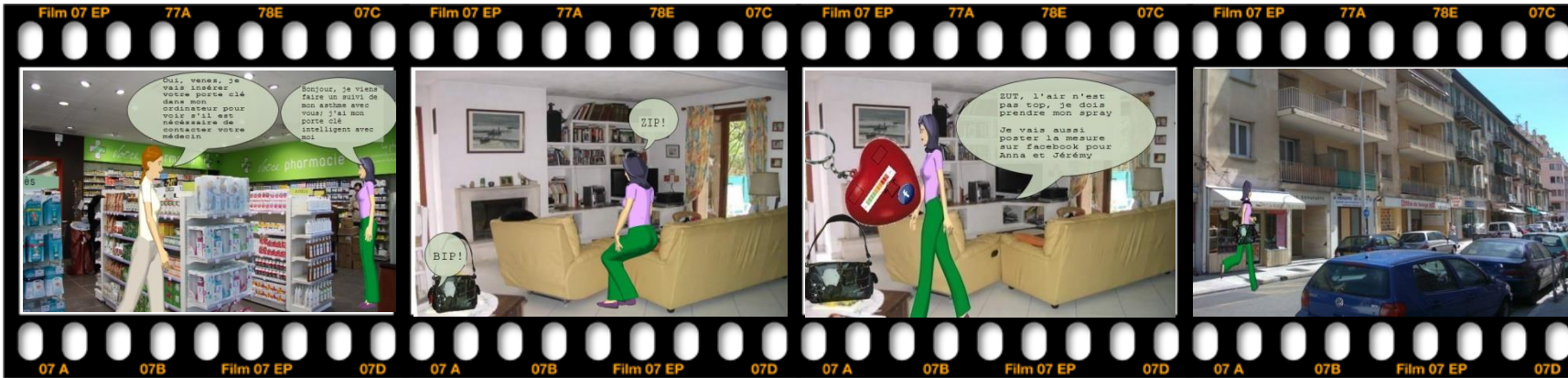


# B.3 Co-création - Exploration : scénario Santé & Bien-être

Génération d'idées  
Forums + Gamification



Storytelling

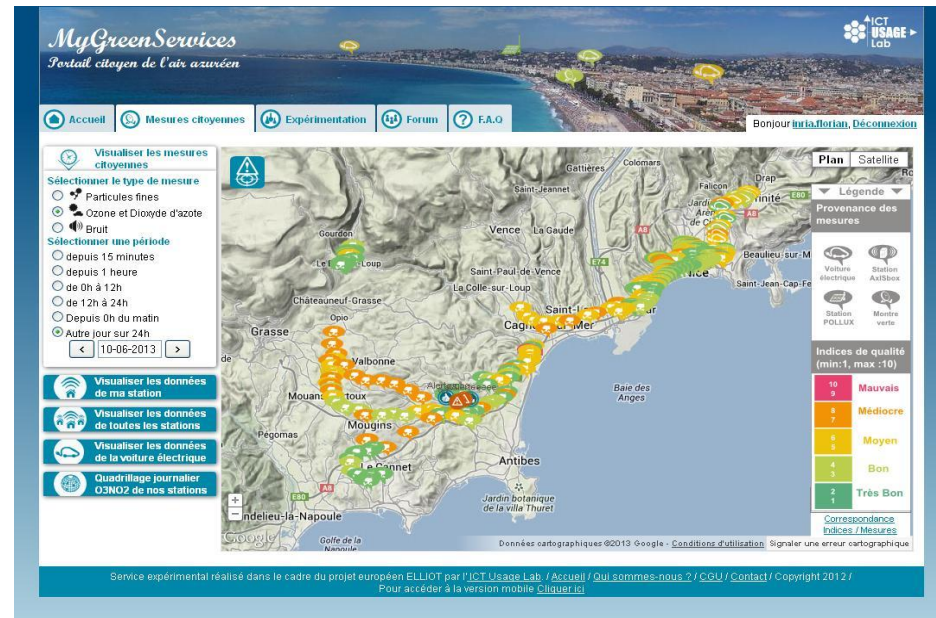


Smart object  
& service design





## Capteurs citoyens et voiture MIA équipée de Nice



2 versions  
De la plate-  
forme  
(My Green  
Services)



7 Prix « Smart Citizen »,  
Innovative City 2013, Nice



## KSB Experience Model

### Knowledge Dimension

#### Perceptual Experience

- Sensory (Sensitivity)
- Perceptive Appreciation (Perceptivity)

#### Cognitive Experience

- Cognitive metaphor (Comprehensibility)
- Cognitive ergonomics (Cognitivity)
- Cognitive Induction (Reflexivity)

#### Reciprocal Experience

- Distributed Cognition (Transductivity)
- Situated Cognition (Situativity)

### Social Dimension

#### Interpersonal Experience

- Ties (Connectivity)
- Interaction (Interactivity)
- Group dynamics (Collectivity)
- Group Enhancement (Reciprocity)
- Trust (*People* Reliability)

#### Cultural & Empathical Experience

- Habits (Customability)
- Conventional (Normability)
- Cultural behaviour (Community)
- Caring (Empathy)

#### Emotional Experience

- Physiological state (Arousability)
- Emotional Connection (Affectivity)

### Business Dimension

#### Technological Experience

- Innovativeness (Creativity)
- Performance (Conformability)
- Friendliness (Usability)

#### Economical Experience

- Satisfaction (Favourability)
- Inclusion (Suitability)

#### Legal & Ethical Experience

- Ownership (Recognition)
- Privacy (Protection)
- Trust & Security (Trustability)

ISO 9241-210  
Elements of User  
Experience

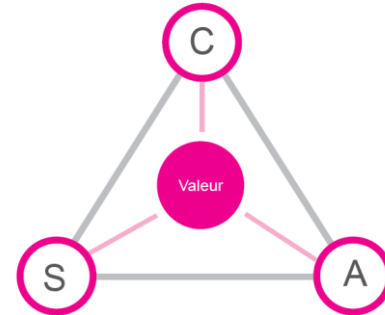


Figure 6. Modèle de création de valeur C-S-A

### Step 1: Instantiating KSB model

### Step 2: Defining relevant heterogeneous data

:

- Qualitative: Questionnaires (4 types), interview(1),
- Quantitative (4 types): Logs of *MyGreenServices* (2x16 days), Logs from gamified forum (2x16 days), Contents of the forum, IoT data (more than 4 millions of measures)

### Step 3: Defining the rules

**Step 4: Collecting** during the experiment and Pre-processing data inside the living Lab, mainly with **FocusLab server**

With the objective to study the relevant of its generic IoT dedicated methods (D4.3.3 8).

### Step 5: Sending the data to Elliot

	<u>Ref</u>	<u>KSB Properties</u>	<u>Input</u>	<u>Indicators with weighting</u>
<u>Knowledge</u>	K2.2	<u>Sensing affordances</u>	Questionnaires (profiling and Q4)	<u>Air quality knowledge</u>
	K3.2	<u>Cognitive artefact</u>	Questionnaire (Q4), Log, Interview	<u>Environment evaluation</u> (0.2), <u>Change in activity</u> (0.4), <u>IoT Data comparison</u> (0.4)
<u>Social</u>	S1.1	<u>Social Networking and openness</u>	Questionnaire (Q2), Log	Level of activity, Frequency of connections, Forum statistics
	S2.1	<u>Communication</u>	Interview	<u>Number of MGS demonstrations</u>
	S5.1	<u>Attractiveness</u>	Questionnaire (Q4), Log	Number of intended recommendations, Number of effective recommendations, Frequency of connections after experiments
<u>Business</u>	B2.1	<u>Reliability</u>	Questionnaire (Q2), Log	Perceived data reliability, Frequency of connections
	B3.1	<u>Ergonomic quality</u>	Questionnaires (Q2, Q1.1 and Q1.2), Log	General <u>findability</u> Forum <u>findability</u> (0.5), Opinion alert service (0.25), <u>Intuitivity</u> of alert service (0.25)
	B4.1	<u>Usefulness</u>	Questionnaire (Q1.2), Log, Interview	<u>Alert</u> programmation, Change in habits, <u>Alert</u> logs
	B4.2	<u>Hedonic quality</u>	Questionnaires (Q1.1, Q1.2 and Q2)	Opinion MGS (0.5), Reaction to alert service (0.25), Opinion forum (0.25)
	B4.5	<u>Loyalty</u>	Questionnaires (Q4 and Q1.1), Log	Intention of use, <u>Frequency</u> of connections (perceived), data logs connections and users sessions
	B6.1	<u>User ideas</u>	Interview, Log	Number of new services, Forum statistics
	B7.1	<u>Data protection</u>	Questionnaire (Q4)	<u>Data protection</u> (perceived)

New model  
12 KSB properties

Use of 3 types of UX:

- Momentary UX (aleatory)
- Episodic UX (4 sessions)
- Cumulative UX (2 times)

### S1.1 Social Networking and openness = high (expe1)

If %users inactive > **90%** then S1.1= low

If %users proactive > **2%** then S1.1 = high

S1.1 = Medium for the rest

Thresholds: common rule

Questionnaire Q2 (did MGS encourage you to participate and share knowledge?)

And logs (frequency of connexions, statistics from the forum)

### B7.1 Data protection : high

To compute this property, we use two indirect questions:

Q4/Q14: do you feel that your personal data are protected by *MyGreenServices*

Q15: *please specify*



## B.7 Exemples de résultats

### *S5.1 Attractiveness: High (expe 1)*

To compute this property, we use the user answers to two indirect questions (Q7, Q9) from questionnaire Q4.

- Q4/Q7: Would you recommend the portal to your friends?
- Q4/Q9: Have you recommended MyGreenServices to your friends / acquaintances?

	Q7 Yes	Q7 No
Q9 Yes	77,80%	0
	high	medium
Q9 No	22,20%	0
	medium	Low

## B.7 (suite) Exemples de résultats

### KBS Results Experiment 2

Improvement of mainly 3 KSB properties (already high)

#### **B2.1 Reliability**

judgement of IoT data (100% instead of 75%)

#### **S1.1 Social networking and Openness**

(57% instead of 50%)

#### **B7.1 Data protection high as in expe 1**

### Success factors

- Participants were **aware of air quality awareness**. The awareness can be considered as a first step in the **behavior changing process**.
- Elaboration of a **community of 50 active contributors** (citizen/ professionals, co-creators/data producers). 3 serious games, Importance of community management
- UX Improvement of the second version *MyGreenServices* based on user feedback which is very helpful
- Deployment of a complete living lab process involving citizen and applying Ksb model to measure experience at each step based on both qualitative and quantitative data
- Environmental sensors/devices

### Challenges

- New smart low cost environmental sensors and devices
- More studies for UX measurement supports towards more advanced KPIs linked to advanced data analysis methods and linked to user IoT contexts
- Make sustainable such a open data portal: experiments on new economic models with more sensors and more citizen-

## 1. [www.atelier.net](http://www.atelier.net) – Juin 2013

Accueil Tendances Articles > [Innovative City] Le citoyen se veut ...

### [Innovative City] Le citoyen se veut chercheur, co-créditeur et testeur de la ville intelligente

Par Ruolin Yang | 19 juin 2013 | [Laisser un commentaire](#)

**Mots-clés :** Smart city, Société & Usages, City, France, Brigitte Trousse, Carlos Moreno, Europe



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Au centre d'un projet européen, le citoyen, qui n'est plus seulement sollicité pour ses besoins et ses idées mais également pour la collecte de donnée, l'analyse et les expériences destinés à promouvoir la ville intelligente et durable.

## 2. B. Trousse, M. Pallot, C. Tiffon. Co-creating environmental Services based On Pollution citizens Sensing. In Interdisciplinary Studies Journal – Special Issue on Smart Cities, Vol. 3, No. 4, 2014 (ISSN 1799-2710), pp331-351.

### Co-Creating Environmental Services Based on Pollution Citizen Sensing

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#### Abstract

This paper describes an Open Innovation case study within the European project ELLIOT - Experiential Living Lab for Internet of Things (IoT). In this context, our lab aimed at co-creating green services with a set of stakeholders on air quality and noise measurement on Nice Côte d'Azur (NCA) territory via citizen sensing. Our objectives dedicated to Transport and Health scenarios are:

- Raising public awareness by involving citizens in collecting environmental data and creating a community of empowered citizens;
- Providing solutions that can reduce the environmental impact;
- Alerting the community in case of exceeding the thresholds recommended by the EU.

After introducing the context and the problem, we will first present the main related concepts and works before starting the ELLIOT project. Then, we present our approach for co-creating with citizen environmental IoT-based services, which is based on an experiential Design (XD) process, a new Ideation methodology dedicated to IoT and finally our User experience (UX) model and measurement methodology related to MyGreenServices portal we implemented. Before concluding about MyGreenServices in order to make it sustainable on the chosen Territory, we describe the main outcomes of this pilot, both issued from the XD process as well as the UX measurement.

#### Keywords

Citizen Sensing, User Experience, Experiential Design Process, Co-creation, Service Design, Internet of Things (IoT), Living Lab, Smart Cities, Green Services, Environment, Air Quality

#### Introduction

This paper describes an Open innovation case study managed by the A2IS team from Inria (<http://www-sop.inria.fr/axis/>) within the ICT Usage Lab (labelled by ENOLL in 2006 and located in the South-East of France) applied to the co-creation of IoT-based green services (in our green use case, air quality and/or noise) within the European FP7 ICT project named ELLIOT - Experiential Living Lab for Internet of Things ([www.elliott2project.eu](http://www.elliott2project.eu)).





Merci  
pour votre attention

[www-sop.inria.fr/axis](http://www-sop.inria.fr/axis)

<http://fr.slideshare.net/F2L-FranceLivingLabs/>

[https://www.researchgate.net/profile/B\\_Trousse/contributions](https://www.researchgate.net/profile/B_Trousse/contributions)